

AMENDMENTS TO THE CLAIMS

1. (Currently amended) A client logic engine-based system for handling calculation and payment of one or more third party fees due to a third party as part of one or more wide area network transactions between a first party and a second party, wherein the first, second and third parties are users of distinct first, second and third nodes, respectively, of the wide area network, the system comprising:
  - a. a wide area network comprising ~~multiple nodes enabling the transfer of transaction data information packets between the first party and the second party;~~
    - 1) a first node of a first party, which is a consumer;
    - 2) a second node of a second party, which is a merchant;
    - 3) a third node distinct from and at a different locale than the first and second nodes, the third node comprising a payment processing gateway;
    - 4) a fourth node distinct from and at a different locale than the first and second nodes, the fourth node comprising a transaction client logic engine;
    - 5) a fifth node distinct from and at a different locale than the first and second nodes, the fifth node comprising a third party fee calculation client logic engine; and
    - 6) a sixth node distinct from and at a different locale than the first and second nodes, the sixth node comprising a third party fee fulfillment client logic engine;wherein: a) at each occurrence, a node is selected from a computer, server or gateway; b) the payment processing gateway is on a node different than the nodes of transaction client logic engine, the third party fee calculation client logic engine, and the third party fee fulfillment client logic engine; and c) at least one of the multiple nodes comprises a computer program storage device readable by a computer, tangibly embodying a computer program or instructions executable by the computer to perform method steps for providing a payment processing gateway, a transaction client logic engine, a third party fee calculation client logic engine, or a third party fee fulfillment client logic engine;
  - b. a the payment processing gateway, residing on a node within the wide area network distinct from and at a different locale than the nodes of the first and the second party, that: transmits being configured to: transmit to a transaction client logic engine one or more transaction data information packets related to one or

more wide area network transactions between the first and the second party; receives from the transaction client logic engine or a third party fee fulfillment client logic engine one or more information data packets comprising authorization and fulfillment data for the transfer of funds; and transmits to a financial network the one or more information data packets comprising authorization and fulfillment data for the transfer of funds;

- c. a the transaction client logic engine, ~~residing on a node within the wide area network distinct from and at a different locale than the nodes of the first and the second party, that includes~~ comprising rules of logic for the determination of what action is required on transaction data information packets; and being configured to; receives from the payment processing gateway one or more transaction data information packets related to one or more wide area network transactions between the first and the second party; determines what action is required on received transaction data information packets; and based upon said determination, transmits the information packets: between a third party fee calculation client logic engine and itself, between a third party fee fulfillment client logic engine and itself, or between the payment processing gateway and itself; wherein the transaction client logic engine is optionally adapted to receive from a third party fee fulfillment client logic engine one or more information data packets comprising authorization and fulfillment data for the transfer of funds and to transmit said one or more information data packets to the payment processing gateway;
- d. a the third party fee calculation client logic engine, ~~residing on a node within the wide area network distinct from the nodes of the first and the second party, that includes~~ comprising rules of logic for the determination of fees owed to a third party on one or more transactions between the first and the second party; and being configured to receives one or more information packets from a transaction client logic engine; calculates the third party fees owed on the transaction between the first and the second party; and transmits to the transaction client logic engine, to a third Party fee fulfillment client logic engine or to the payment processing gateway, a transaction data information packet including said third party fees

owed; and

- e. ~~a the third party fee fulfillment client logic engine, residing on a node within the wide area network distinct from the nodes of the first and the second party, that includes comprising~~ rules of logic for the determination of fees owed to one or more third parties on one or more transactions between the first and the second party; ~~and being configured to~~ receives from the transaction client logic engine, or the third party fee calculation logic engine, one or more information packets containing data for the transfer of transaction funds between the first and the second party; determines the third party fees owed on the transaction between the first and the second party; provides authorization and fulfillment data for the third party fees owed on the transaction between the first and the second party; and transmits to the payment processing gateway or the transaction client logic engine one or more information data packets comprising authorization and fulfillment data for the transfer of funds; wherein the system causes the deduction of the third party fees owing from funds transferred between the first and the second party; and causes the transfer of the third party fees to said one or more third parties; and
  - f. ~~wherein at each occurrence, a node is selected from a computer, server or gateway; and the first party is a consumer and the second party is a merchant; at least one node is a computer program storage device readable by a computer, tangibly embodying a computer program or instructions executable by the computer to perform method steps for providing a payment processing gateway, a transaction client logic engine, a third party fee calculation client logic engine, or a third party fee fulfillment client logic engine; and the payment processing gateway is on a node different than the nodes of transaction client logic engine, the third party fee calculation client logic engine, and the third party fee fulfillment client logic engine.~~
- 2. Canceled.
  - 3. Canceled.
  - 4. Canceled
  - 5. (Previously presented) The system of claim 1, wherein each logic engine present is located at a node distinct from the other logic engines present.

6. Canceled
7. (Previously presented) The system of claim 1, wherein the wide area network is the Internet.
8. (Previously presented) The system of claim 7, wherein the merchant is an on-line merchant having a website resident on a node of the wide area network, the transaction is an on-line electronic transaction conducted over the wide area network, and the consumer is obtaining a good and/or service from the merchant.
9. (Original) The system of claim 8, wherein the electronic transaction is selected from the group consisting of a credit card transaction, electronic payment transaction, and an e-commerce payment transaction.
10. (Original) The system of claim 7, wherein at least one of the third parties is a government agency and at least one of the third party fees is selected from the group consisting of a use tax, sales tax and value added tax.
11. (Original) The system of claim 10, wherein at least one of the third parties is a logic engine service provider that controls the system and provides for calculation and/or payment of at least one third party fee to the government agency.
12. (Original) The system of claim 11, wherein at least one of the third party fees is a fee due to the logic engine service provider.
13. (Original) The system of claim 12 further comprising a logic protocol that calculates the amount of third party fee due to the logic engine service provider.
14. (Original) The system of claim 13 further comprising a logic protocol that affects payment of a third party fee to the logic engine service provider.
15. (Previously presented) The system of claim 1 further comprising a logic protocol that determines if a transaction data information packet is to be transmitted to the third party fee calculation client logic engine or the third party fee fulfillment client logic engine.
16. (Currently amended) The system of claim 1 further comprising a logic protocol that determines if that third party payment data is to be added to the transaction data information packet, and, ~~if so~~, adds the payment data.
17. (Original) The system of claim 1 further comprising an authorization and capture client agent.

18. (Previously presented) The system of claim 1 further comprising a service provider fee logic engine, residing on a node within the wide area network, that at least one of: receives one or more information packets from a transaction client logic engine; includes rules of logic for the determination of a third party fee owed to a service provider of the system; calculates the amount of third party fee due to the service provider; and transmits to a transaction client logic engine a transaction data information packet including said third party fees owed to the service provider.
19. (Original) The system of claim 18, wherein the third party fee due to the service provider is a fixed fee.
20. (Original) The system of claim 18, wherein the third party fee due to the service provider is a prorated or incremental fee.
21. (Previously presented) A computer program storage device readable by a computer, tangibly embodying a computer program or instructions executable by the computer to perform method steps for providing a transaction client logic engine, residing on a node within a wide area network, said method comprising:
  - a. receiving from a payment processing gateway one or more transaction data information packets related to one or more wide area network transactions between a first party and a second party;
  - b. determining what action is required on received transaction data information packets; and
  - c. based upon said determination, transmitting the information packets between a third party fee calculation client logic engine, if present, and itself, or between a third party fee fulfillment client logic engine, if present, and itself;
  - d. wherein the transaction client logic engine resides: on a node of a wide area network and at a different locale than the first party and second party and the payment processing gateway; comprises rules of logic for the determination of what action is required on transaction data information packets; and is adapted to receive from a third party fee fulfillment client logic engine one or more information data packets comprising authorization and fulfillment data for the transfer of funds and to transmit said one or more information data packets to the payment processing gateway.

22. (Previously presented) A computer program storage device readable by a computer, tangibly embodying a computer program or instructions executable by the computer to perform method steps for providing a third party fee calculation client logic engine, residing on a node within a wide area network distinct from the nodes of a first party and a second party, the method comprising:
- a. receiving one or more information packets from a transaction client logic engine, said one or more information packets from the transaction client logic engine having been transmitted to the transaction client logic engine by a payment processing gateway;
  - b. calculating the third party fees owed on a transaction between the first and the second party; and
  - c. transmitting to the transaction client logic engine, to a third party fee fulfillment client logic engine, or to a payment processing gateway a transaction data information packet including said third party fees owed;
  - d. wherein the third party fee calculation client logic engine; resides on a node with a wide area network distinct from and at a different locale than the nodes of a first party and a second party and the payment processing gateway; comprises rules of logic for the determination of fees owed to a third party on one or more transactions between the first and the second party.
23. (Previously presented) A computer program storage device readable by a computer, tangibly embodying a computer program or instructions executable by the computer to perform method steps for providing a third party fee fulfillment client logic engine, residing on a node within the wide area network distinct from the nodes of a first party and a second party, the method comprising:
- a. receiving from a transaction client logic engine, if present, or a third party fee calculation client logic engine, if present, one or more information packets containing data for the transfer of transaction funds between the first and the second party;
  - b. determining the third party fees owed on a transaction between the first and the second party;
  - c. providing authorization and fulfillment data for the third party fees owed on the

- transaction between the first and the second party; and
  - d. transmitting to a payment processing gateway or the transaction client logic engine one or more information data packets comprising authorization and fulfillment data for the transfer of funds;
  - e. wherein the third party fee fulfillment client logic engine: causes the deduction of the third party fees owing from funds transferred between the first and the second party;
  - f. causes the transfer of the third party fees to said one or more third parties; resides on a node with a wide area network distinct from and at a different locale than the nodes of a first party and a second party;
  - g. the third party fee fulfillment client logic engine is on a node different than the payment processing gateway; and
  - h. comprises rules of logic for the determination of fees owed to one or more third parties on one or more transactions between the first and the second party.
24. (Previously added) The system of claim 1, wherein the financial network comprises an acquirer bank, merchant bank, association or issuer bank.